PREVIEW
FINAL FANTASY XV

PREVIEW
KINGDOM HEARTS 2.8

REVIEW
TITANFALL 2

STRATEGY
DISHONORED 2

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ISSUE 45

PLAYSTATION VR
UNVEILING A NEW ERA IN GAMING

HOLIDAY VIDEO GAME GIFT GUIDE

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ESRB
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Language
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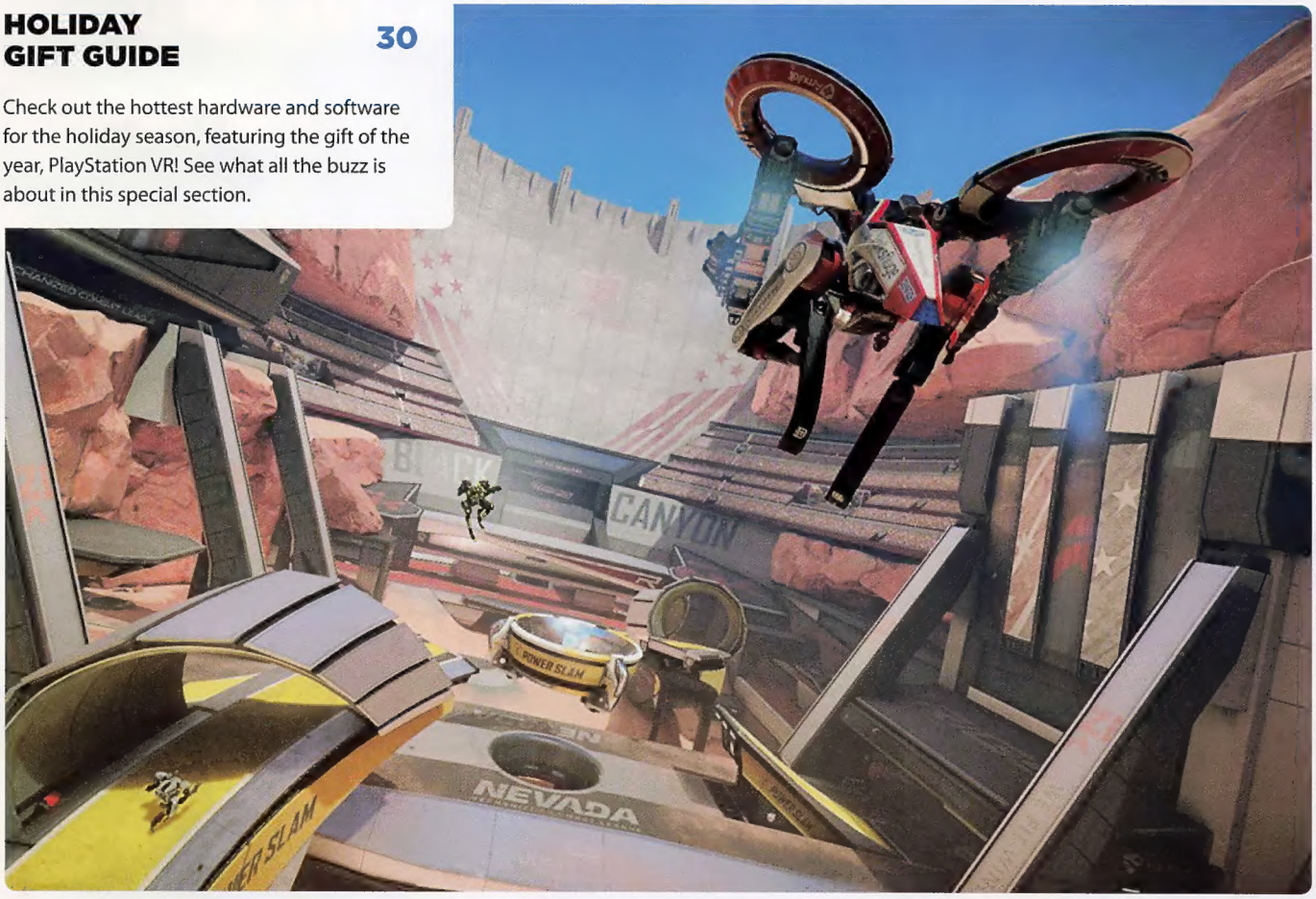
Check out the hottest hardware and software for the holiday season, featuring the gift of the year, PlayStation VR! See what all the buzz is about in this special section.



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Find out why we have never been been so happy to jump into a giant mechanical suit and go into battle.

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Violence

XBOX ONE PS4

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SQUARE ENIX

WELCOME
FROM THE EDITOR

THE GIFT OF GAMING

Already, we've reached the last issue of the year. It seems it was just January. We were all recovering from the holidays, with plenty of new games to play and even a bit of spare time to play them.

Now here it is, nearly Christmas, and my pile of new games is growing. I'm looking forward to a little time off to catch up on all the fantastic titles released in just the last three months.

So what makes this my favorite issue of the year? It's because we get to share all of the great gaming gear and games with you, the readers, as you look for something to buy for friends, family members or even yourselves.

What has us most excited this year isn't a new game or a new console, but a new way to play: the PlayStation VR. When we played with the magic headset at E3 in June, we were pretty sure it was something special. Unlike competing VR systems, PSVR uses a console that's already in millions of homes across the world. Just plug it in and you're ready to go.

Whether you are playing as Batman, taking control of a giant mech suit or wandering through a home filled with creepy haunted dolls, experiences on the PSVR feel special. We use the word immersive, but a regular game can be immersive. This is something different. You have to try it to appreciate it.

That's not all that delights us this holiday season, though.

Both Sony and Microsoft have released new versions of their consoles. The PlayStation 4 Pro and Microsoft Xbox One S show that adding extra power can go a long way.

And we can't forget PC! Soothsayers have long lamented the demise of PC games. Ridiculous! PC games are thriving, often offering better graphics and sound than your average console game. Of course, we included in our gift guide a great laptop and some nifty accessories for you to check out.

Needless to say, none of this would matter without great games. So, in addition to all the fantastic new titles you'll find in our regular sections, we looked back at games released this year and chose a dozen that are worthy of space on your gift list.

It was a great year for games, and no one should have trouble finding something special for that someone special.

We hope you continue to read the free print and digital editions of Walmart GameCenter magazine each month. All year long, we keep our readers informed and at the center of everything gaming.

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Walmart GameCenter

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*At launch, Call of Duty: Modern Warfare Remastered will contain only 10 MP maps from the original Call of Duty: Modern Warfare game. Additional MP maps will be made available by 31.12.2016. Modern Warfare Remastered is a full game download. Internet connection required. For disc-based Legacy editions of Infinite Warfare on PS4 and other platforms, Infinite Warfare game disc must be inserted to play Modern Warfare Remastered. Internet connection required. For more information, please visit www.callofduty.com/MWR_FAQ.

**Based on suggested retail prices; actual saving may vary. Download Season Pass content from the Infinite Warfare in-game store. Season Pass purchasers should not purchase map packs separately, as additional charges will apply. Availability, pricing, and release dates may vary by platform and territory. Season Pass content may be sold separately. Game required. Sold separately.

***Based on Rare Supply Drop suggested retail prices; actual value may vary.

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ENTER A WHOLE NEW ERA OF GAMING WITH THE NINTENDO SWITCH

"Nintendo Switch allows gamers the freedom to play however they like."

REGGIE FILS-AIME, PRESIDENT AND COO, NINTENDO OF AMERICA

For some time now, gamers around the globe have wondered about Nintendo's mysterious new gaming platform codenamed "NX". After months of waiting in anticipation, the company finally lifted the lid on its successor to the Wii U: the Nintendo Switch.

What may initially seem like a strange name makes sense once you realize that this is far from being just another console. Nintendo's new hardware device can be played on its own as a self-contained handheld, or plugged into the Nintendo Switch Dock to instantly transform it into a home system playable on any HDTV. Since the device can switch between the two uses, any game you'd play at home can now be enjoyed on the go, while your portable gaming sessions can be picked right back up on a larger screen once you're back in your living room.

The Nintendo Switch has even more versatility ready for players. The two side portions of the device, known as Joy-Con controllers, can be removed from the screen to use together as a separate controller. Or, two players can each take one half to use as a fully functional mini-controller for some intense head-to-head competition without the need for additional accessories. For players who like things a bit more old-school, a standard controller will be an option.

"Nintendo Switch allows gamers the freedom to play however they like," Reggie Fils-Aime, President and COO, Nintendo of America, said during the announcement. "It gives game developers new abilities to bring their creative visions to life by opening up the concept of gaming without boundaries."

While Nintendo didn't yet fully reveal the software line-up for the Nintendo Switch, a number of big-name developers are already on board. As well, we've heard a few teases of what we might expect have come out, including new entries in beloved Nintendo franchises such as *Mario*, *Splatoon* and *Mario Kart*, and big third-party titles such as *The Elder Scrolls V: Skyrim* and *NBA 2K*.

Nintendo Switch is set for release in March, but an exact date and price have not been announced. Look for more details on Nintendo's new generation of gaming in future issues of Walmart GameCenter magazine.

BY THE NUMBERS

400 Destiny's new maximum light level as of the game's latest update

1GB DRAM the PlayStation 4 Pro has over the standard PlayStation 4

20 million Registered players for Blizzard's hero shooter *Overwatch*

2008 The year in which the first playable prototypes of *Beyond Good & Evil 2* existed

$99.99 Cost for six months of private server rental in *Battlefield 1* on consoles

250+ Number of "faithfully reproduced" vehicles and equipment available in *Farming Simulator 17*

TEEN T ESRB
Drug Reference
Mild Blood
Mild Language
Partial Nudity
Suggestive Themes
Violence

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Walmart's TOP SELLERS

This Month's Top-Selling Video Games ...

01	CALL OF DUTY: INFINITE WARFARE	ACTIVISION / XBOX ONE, PS4, PC
02	BATTLEFIELD 1	EA / XBOX ONE, PS4, PC
03	THE ELDER SCROLLS V: SKYRIM SPECIAL EDITION	BETHESDA / XBOX ONE, PS4, PC
04	TITANFALL 2	EA / XBOX ONE, PS4, PC
05	NBA 2K17	2K / XBOX ONE, PS4, XBOX 360, PS3
06	MADDEN NFL 17	EA SPORTS / XBOX ONE, PS4, XBOX 360, PS3
07	FIFA SOCCER 17	EA SPORTS / XBOX ONE, PS4, XBOX 360, PS3
08	MAFIA 3	TAKE TWO / XBOX ONE, PS4
09	GEARS OF WAR 4	MICROSOFT / XBOX ONE
10	WWE 2K17	2K / XBOX ONE, PS4, XBOX 360, PS3

RED DEAD REDEMPTION 2 RETURNS FRONTIER FANS TO THE WILD WEST

Since the release of *Red Dead Redemption* in 2010, fans have hoped for another chapter in Rockstar Games' tale of cowboys, six-shooters and the American Frontier.

Now, the team at Rockstar is ready to give us all what we've been waiting for. The future release of *Red Dead Redemption 2* is official. While full story details are yet to come, the sequel is described as "an epic tale of life in America's unforgiving heartland." Additionally, Rockstar released artwork teasing seven rugged-looking men, feeling much like an homage to the classic Western film *The Magnificent Seven*. And, lest you think this will be a solo-only adventure, Rockstar also promises "a brand new online multiplayer experience," perhaps similar to what the studie created with the combination of *Grand Theft Auto V* and *Grand Theft Auto Online*.

"With Red Dead Redemption 2, the team is working hard to push forward our vision for interactive entertainment in a truly living world," said Sam Houser, founder of Rockstar Games. "We hope to deliver players an epic experience that builds upon everything we've learned making games."

Red Dead Redemption 2 rides onto the PlayStation 4 and Xbox One in the fall of 2017.

Walmart RELEASE CALENDAR

All the great new games on the way to Walmart and Walmart.com

GRAVITY RUSH 2 (SONY / PS4)	jan 20
KINGDOM HEARTS HD 2.8 FINAL CHAPTER PROLOGUE (SQUARE ENIX / PS4)	24
RESIDENT EVIL 7 (CAPCOM / XBOX ONE, PS4, PC)	24
YAKUZA 0 (SEGA / PS4)	24
PERSONA 5 (ATLUS / PS4, PS3)	14
SNIPER ELITE 4 (REBELLION / PS4, XBOX ONE, PC)	14
HALO WARS 2 (MICROSFOT / XBOX ONE, PC)	21
HORIZON ZERO DAWN (SONY / PS4)	28
SUPER MARIO MAKER 3DS (NINTENDO / 3DS)	dec 02
DEAD RISING 4 (MICROSOFT / XBOX ONE, PC)	6
THE LAST GUARDIAN (SONY / PS4)	6
YOSHI'S WOOLY WORLD (NINTENDO / 3DS)	feb 3
NIOH (KOEI TECMO / PS4)	9
FOR HONOR (UBISOFT / PS4, XBOX ONE, PC)	14
TOM CLANCY'S GHOST RECON WILDLANDS (UBISOFT / PS4, XBOX ONE, PC)	mar 7
STAR TREK BRIDGE CREW (UBISOFT / PSVR)	14
SNIPER: GHOST WARRIOR 3 (CI GAMES / XBOX ONE, PS4, PC)	apr 4

GAMING GOSSIP

COMPILED BY QUARTERMANN

PSVR HIDDEN TALENTS, OVERWATCH OMISSIONS, GOD OF WAR JR.

Hello once again, boys and girls! It is I, your ever-faithful Quartermann, back with another round of gaming gossip and secrets from the deep dark corners of our favorite hobby. We finally know what the Nintendo Switch is, and that Rockstar is giving us *Red Dead Redemption 2* — but what else lies ahead? Let's find out...With Sony's PlayStation VR finally available, players across the country are immersing themselves in the brave new world of virtual reality gaming. Did you know, though, that you can use the headset for other consoles besides the PS4? It's true! Obviously, the PSVR won't magically transform your Xbox One or Wii U games into full VR. However, you can play games from those consoles (and others that support HDMI) in Cinema Mode, which simulates a gigantic display without the need for an actual HDTV. If you'd like to try it, just be aware that you'll have to have the PS VR's USB cable plugged into a PS4 that's powered on during the whole process. It's a pretty amazing new way to experience other games in your library, especially when your family won't stop hogging the TV because they're binging on *Stranger Things*... Not so strange is the worldwide success of Blizzard's *Overwatch*, and even the Q-mann himself has been busy mastering its heroes, moving payloads and hoping to earn gold medals. But what if I told you that the game once offered to skilled players a *sixth* reward that's now hidden in plain sight? On the post-match results screen, a final box tells you how many deaths you suffered, but that box used to actually reward you with a medal based on those stats. Unfortunately, not only did handing out awards for the fewest deaths confuse players in the early days of the game, but it caused people to actually change their playstyle in ways that wasn't conducive to good teamwork. So, the medal itself was removed, while proof that it once existed remains to this day...Moving from one bit of mystery to another, we all became enamored with the relationship between Kratos and his son during E3's *God of War* reveal. But what *is* his kid's name anyhow? Well, we aren't the only ones who don't know what to call the child of the Ghost of Sparta; the game's creator doesn't even know. *God of War* creative director Cory Balrog admitted as much recently, when he stated that the son's name wasn't revealed yet not because it was a big secret, but because he was having a hard time deciding what to go with. If I can make a suggestion to the big bad Balrog, how about the Quarterlad of Sparta…Finally, it's not just your friendly neighborhood Quartermann who is getting some serious *The Last of Us* vibes from the upcoming *Logan* movie, is it? Now, sure, Joel never had adamantium claws, and he wasn't carting Professor X around in the back of a truck, but tell me that you couldn't see Hugh Jackman filling the main role in a movie version of Naughty Dog's post-apocalyptic adventure. Let's just hope the ensuing events turn out better for the people who meet up with Wolverine and X-23 than they did for those who befriended Joel and Ellie...

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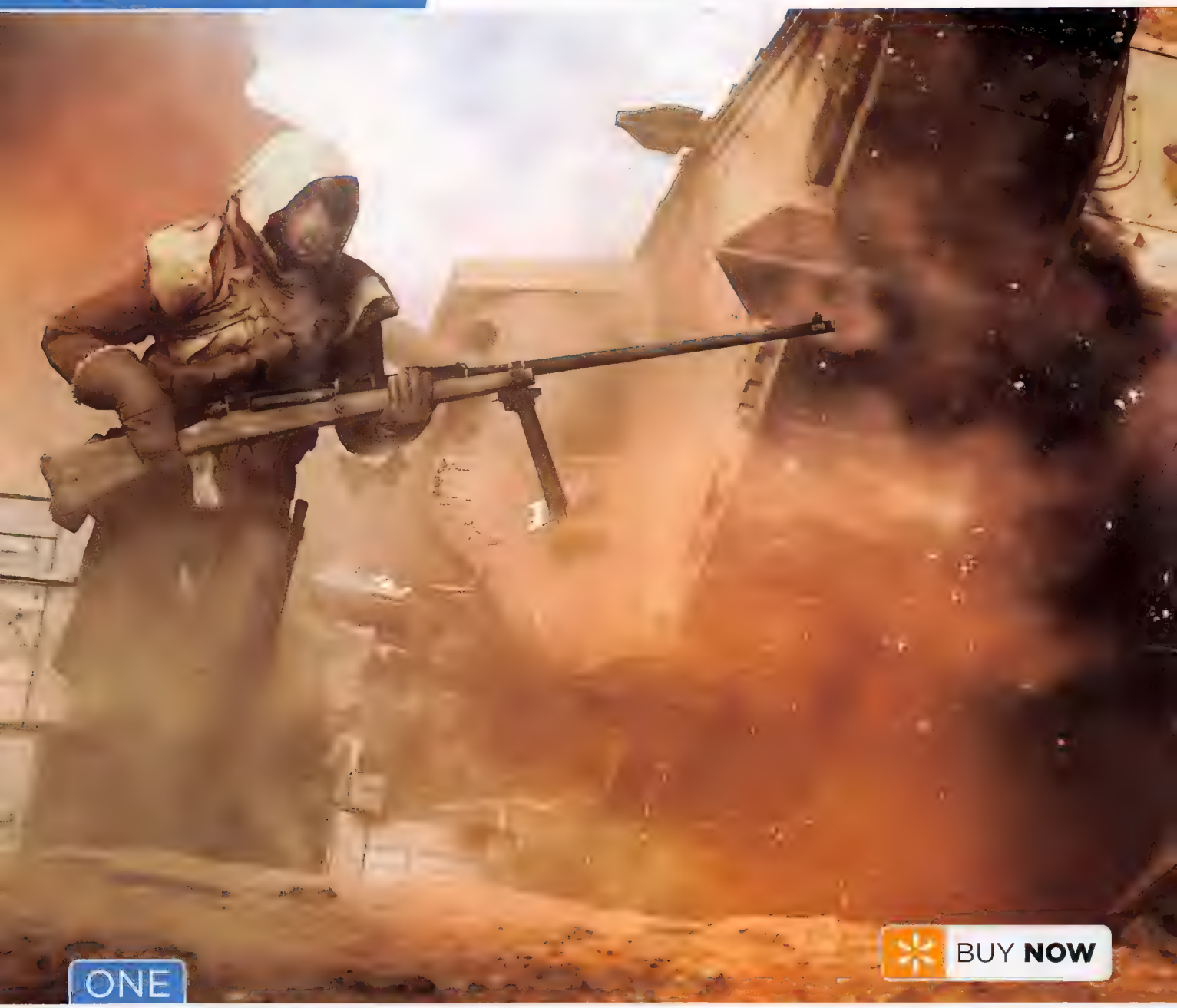

ONE

BATTLEFIELD 1

LARS GUSTAVSSON, DESIGN DIRECTOR, DICE

"After *Battlefield 4*, we wanted to find new gameplay opportunities, and searched for a new setting to cater for this. We quickly found that World War I was the era that provided most opportunities, since this was the dawn of all-out-war, which is at the heart of what the *Battlefield* games are all about. In our episodic campaign, we wanted portray some of the untold stories of the Great War, while challenging preconceptions and not just showing trench warfare. So we take the players to some of the lesser known locations of the war, such as the Italian Alps and the desert of Arabia. In multiplayer, you can experience operations which, for the first time, take you through a full frontline battle, one that rages through a series of sectors stretching over multiple maps, on which attackers seek to push defenders all the way back to the final objective."

FACT FILE

PUBLISHER ELECTRONIC ARTS
DEVELOPER DICE
PLATFORMS PLAYSTATION 4, XBOX ONE, PC
RELEASE DATE 10.21.16

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TWO

CALL OF DUTY: INFINITE WARFARE

JACOB MINKOFF, DESIGN DIRECTOR, INFINITY WARD

"*Infinite Warfare* is set in a future where humanity has branched out into space. But an insurgent group, the Settlement Defense Front [SDF], has violently seceded, and has been brutally subjugating other colonies. As the game begins, the SDF launches a sneak attack on Earth that decimates the planet's space fleet, and the player must hold the line against the overwhelming force of the SDF. The game introduces a wide variety of new gameplay elements, including zero-gravity combat, where threats can come from 360 degrees, and a grappling hook that's used to quickly cover distance. But my favorite is how the player can seamlessly go from ground combat, then get into their Jackal, launch into space, dogfight, pop the canopy, fight in [zero-gravity] across the hull of an enemy ship, board that ship, return to on-ground gameplay, and scuttle the enemy ship, all with no breaks in the action. It's the most immersive, fast-paced *Call of Duty* we've ever made."

FACT FILE

PUBLISHER ACTIVISION
DEVELOPER INFINITY WARD
PLATFORMS PLAYSTATION 4, XBOX ONE, PC
RELEASE DATE 11.04.16

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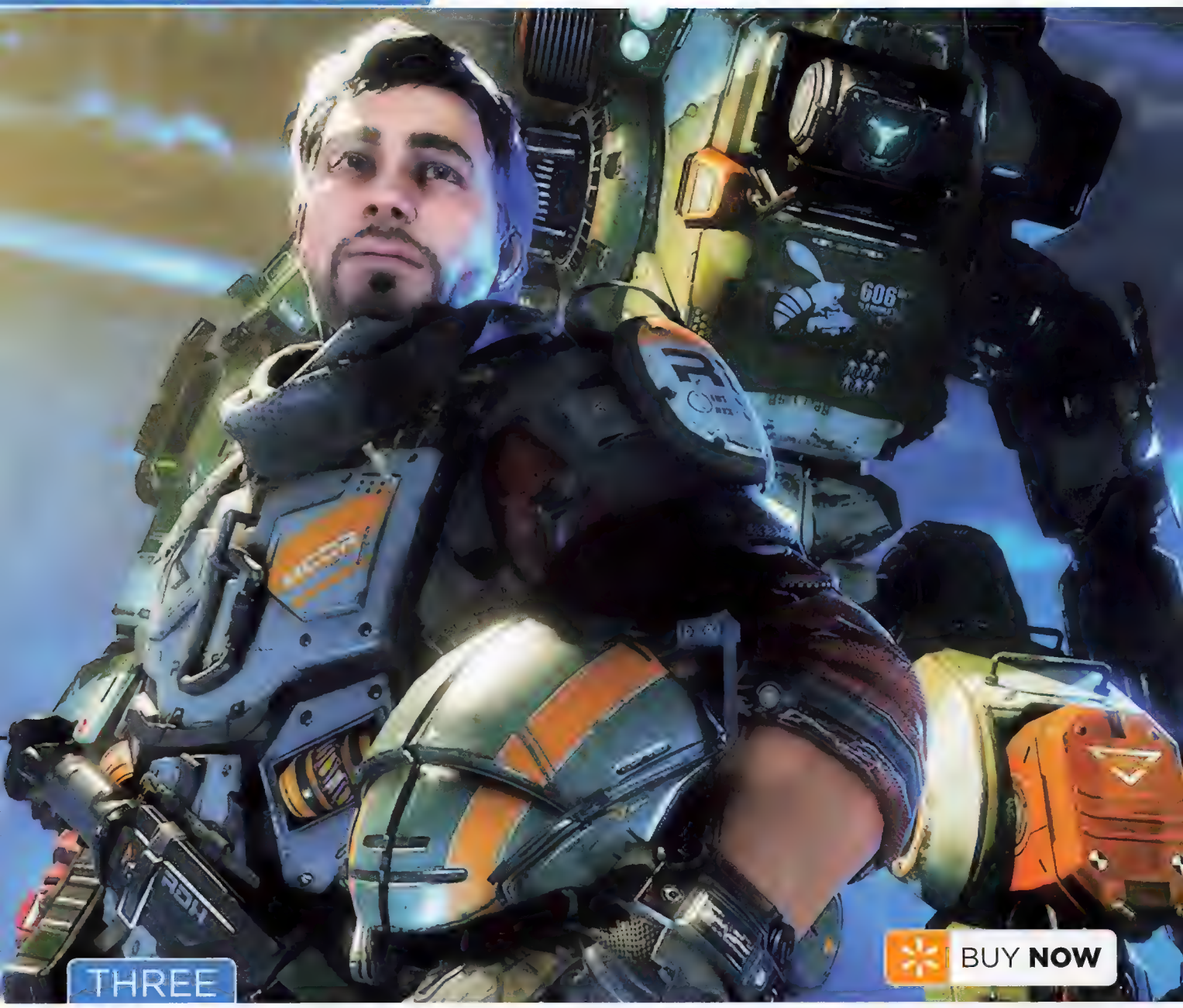

THREE

BUY NOW

TITANFALL 2

JAY FRECHETTE, COMMUNITY MANAGER, RESPAWN ENTERTAINMENT

"*Titanfall 2* is a first-person adventure that's basically two games in one. You switch between playing as a highly mobile pilot that can double jump, slide and run on walls to flank and surprise enemies, and you play as a heavily armed and armored 20-foot-tall Titan. In multiplayer, you can choose between six Titan classes, each with their own specific weapons and abilities. But we've also added a story-driven campaign. Set after the events in the first *Titanfall*, it revolves around Jack Cooper, a Militia rifleman with aspirations of becoming a Pilot, and BT-7274, a veteran Vanguard-class Titan, who have to work together to uphold a mission neither were ever meant to carry out. The mission takes players on a journey deep into the mysterious planet Typhon, where Jack and BT must combine their abilities and risk everything to survive together against overwhelming odds."

FACT FILE

PUBLISHER ELECTRONIC ARTS
DEVELOPER RESPAWN ENTERTAINMENT
PLATFORMS PLAYSTATION 4, XBOX ONE, PC
RELEASE DATE 10.28.16

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Strong Language

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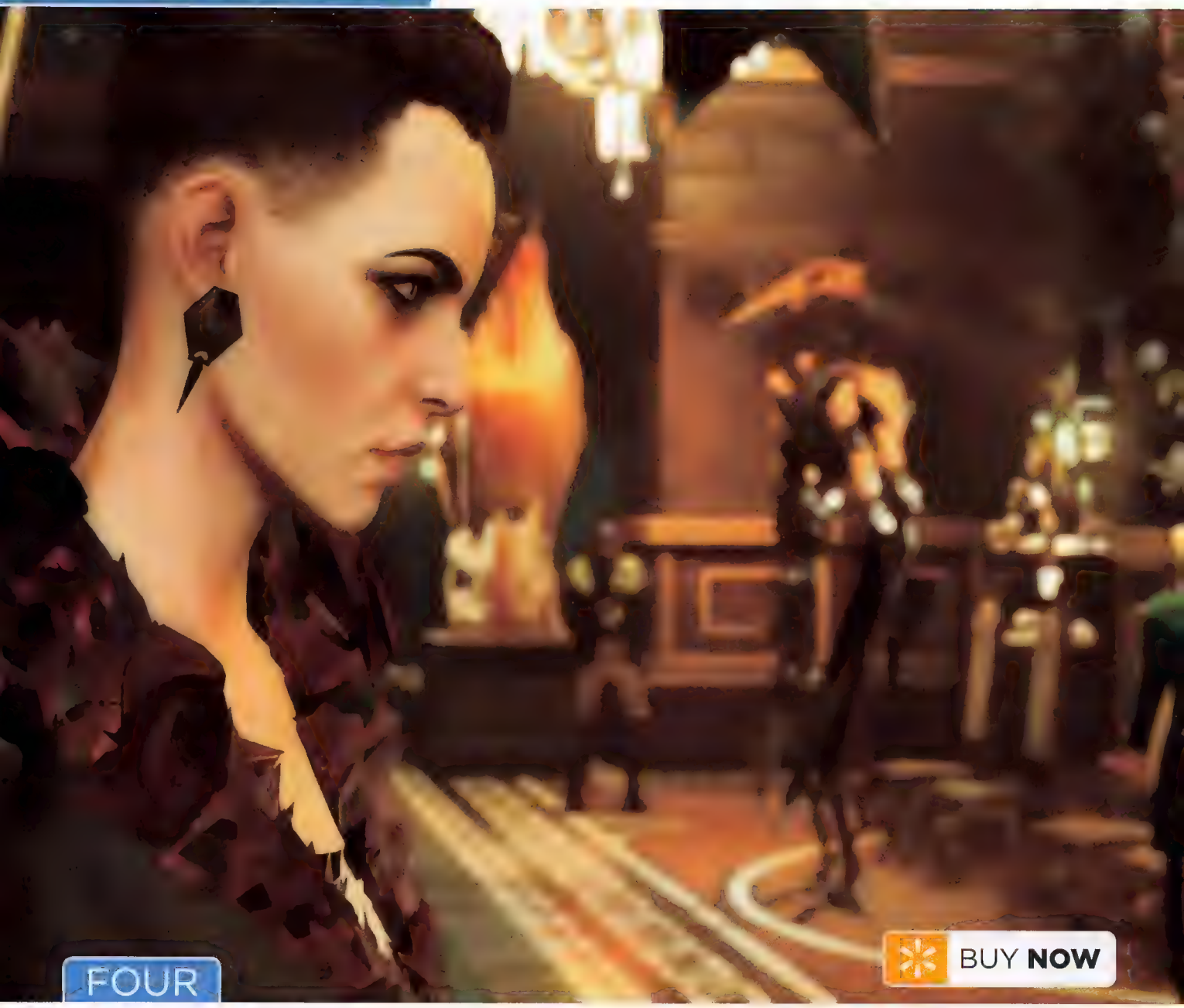

FOUR

DISHONORED 2

HARVEY SMITH, CREATIVE DIRECTOR, ARKANE STUDIOS

"*Dishonored* 2 is set 15 years after the original, and in it, you play Corvo Attano, the hero from the first game, or Emily Kaldwin, who was the daughter of the Empress who Corvo saved in the original game. In *Dishonored*, you were a supernatural assassin in a steampunk empire, and the game was a blend of first-person action and stealth. *Dishonored 2* is bigger and better in all ways. There's more powers and combat moves, larger environments, a new world-class renderer to support our signature art style, two characters to play instead of one, and even two cities to visit: Dunwall and Karnaca. But the biggest change is the addition of Emily and her supernatural powers, which are all new to the game. She's got unique new powers, with full upgrade trees, including Shadow Walk, Far Reach, Mesmerize and Domino. We've also added Bonecharm Crafting, which both characters have access to."

FACT FILE

PUBLISHER BETHESDA SOFTWORKS
DEVELOPER ARKANE STUDIOS
PLATFORMS PLAYSTATION 4, XBOX ONE, PC
RELEASE DATE 11.11.16

BATTLEFIELD 1

BEST SHOOTER E3 2016 • IGN

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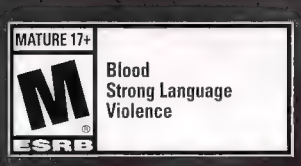

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FIVE

WATCH_DOGS 2

JONATHAN MORIN, CO-CREATIVE DIRECTOR, UBISOFT MONTREAL

"*Watch_Dogs 2* is an open-world action adventure game set in San Francisco after the events of the first game. You play as a Marcus Holloway, a brilliant, young hacker who joins a group of like-minded hackers called DedSec to fight powerful organizations that are using technology to take away our freedom. For *Watch_Dogs 2*, hacking culture is now the center of our narrative. This not only opens up new ways for us to push seamless online, but it also helps us to better integrate it into the game experience. Hacking is more flexible, to the point where players can really feel like they can think outside the box to solve their problems. But we also wanted players to explore content in a more organic manner throughout the world, and we listened to what the fans of the first game had to say, so now the driving is more responsive and accessible."

FACT FILE

PUBLISHER UBISOFT
DEVELOPER UBISOFT MONTREAL
PLATFORMS PLAYSTATION 4, XBOX ONE, PC
RELEASE DATE 11.15.16

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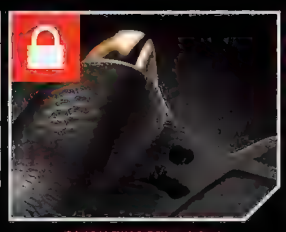

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PS4

THE BEST

WATCH_DOGS 2

UNCHARTED 4
A Thief's End

NAUGHTY DOG

UBISOFT

RATING PENDING to MATURE 17+
RP-M
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Rating Pending title(s) may contain content inappropriate for children
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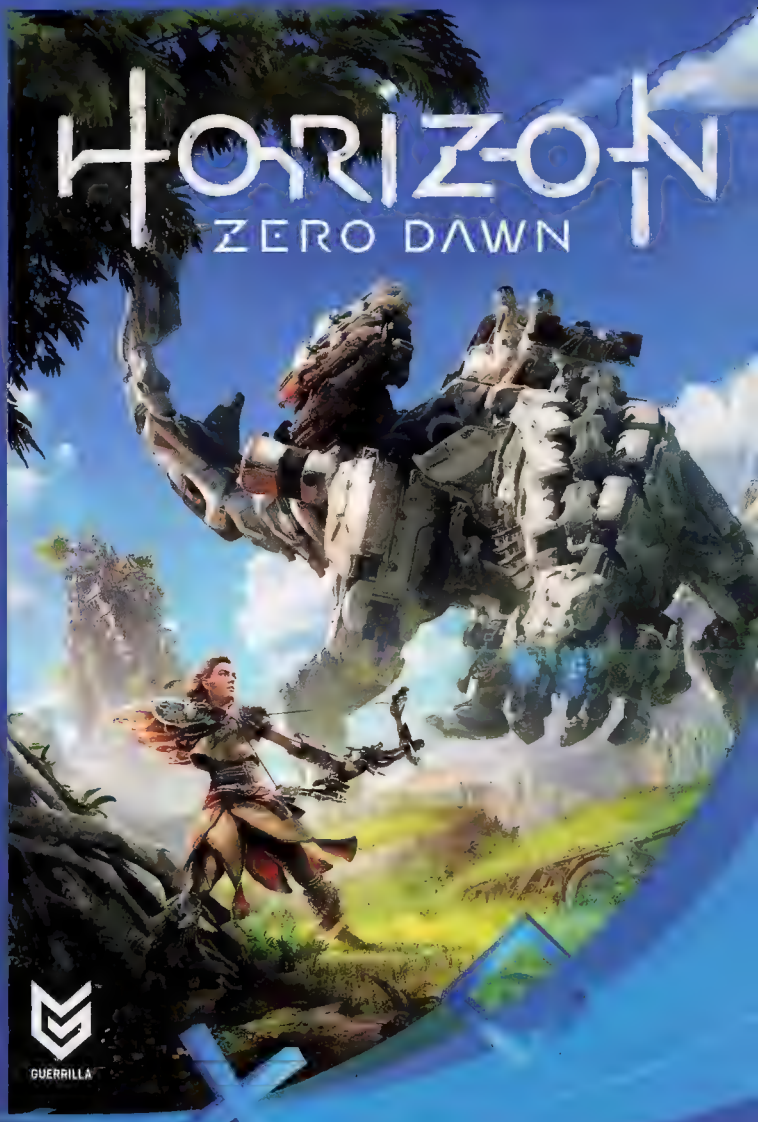

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10 SECRETS of MAFIA III

BY PAUL SEMEL

As members of the Mafia used to say, "There is no such thing as the Mafia." But there is such a thing as the game *Mafia III*, and there are plenty of denials and secrets when it comes to this open-world crime drama from Hangar 13 and 2K Games. We learned 10 of them after we threatened to make Haden Blackman, creative director and studio head, swim with the fishes. And no, we don't mean do the backstroke with some tuna.

1 CHARACTER WITNESS

While the action in *Mafia III* may be of the action, shooting and driving variety, the game is rather character driven. Though it was originally going to be driven by different characters. "The characters in Mafia III evolved a great deal over time," Blackman said. "Originally, underboss Burke was a retired cop named Mack, who ran a bar and provided you with Intel on mob activities; his only resemblance to Burke was his amazing facial hair and penchant for loud shirts. Burke's daughter, Nicki, started out as a lounge singer and love interest for the main character, and her brother, Danny, was a wise-cracking sidekick."

2 BAG DAD

Speaking of the characters in *Mafia III*, Blackman says that when casting for roles in the game, they weren't above a bit of typecasting. "Tony Derazio's bagman, Dominic, is played by Kyle Kingsbury, an MMA fighter," Blackman said. "Kyle also provided many of the combat movements for the main character, Lincoln Clay."

3 BURNING DOWN THE HOUSE

While *Mafia III* is set in 1968, it has an unusual connection to a dystopian future when books aren't just banned, they're burned. "Because we're all fans of Ray Bradbury's *Fahrenheit 451*, we actually reference the novel in the elevator code to Tony's penthouse," Blackman said, referring to the classic 1953 sci-fi novel set in a world where books are illegal.

4 POSTER BOARD

While alluding to Bradbury's classic novel in an elevator may seem odd, the other sci-fi references in *Mafia III* are less surprising. But no less cool. "Nearly all of the movie posters in the game are original creations inspired by movie trends [from the late-'60s]," Blackman acknowledged. "We created posters for a cerebral sci-fi picture, a low-budget horror movie, and a gritty action film. There are also some Easter eggs hidden in some of the posters as well."

5 GATOR BOYS

Mafia III is set in New Bordeaux, a fictional version of New Orleans, and New Orleans is situated near swamps that are home to alligators, so you'd think having alligators in *Mafia III* would be a given. But it almost wasn't. "Alligators were constantly on the chopping block during development, but various grassroots movements within the team kept them alive," Blackman admitted. "Artists would put alligators around the city, people sent [links] of YouTube alligator videos, and one designer even wore an alligator costume to work. Finally, the creative director wrote an alligator into a key moment from the announcement trailer. Once the world had seen alligators, the team figured out a way to get them into the game."

6 GATOR BOYS II

Once it was decided that alligators would indeed be a part of *Mafia III*, you'd think the hard part would be over. Apparently not. "Figuring out how to get them in the game wasn't without its challenges," Blackman said. "At one point, they were a constant threat all over New Bordeaux. A bug allowed them to appear in any body of water, including pools and fountains, so taking a dip in one of the bath house's swimming pools would result in a surprising 'gator attack."

7 BUG SPRAY

While having alligators everywhere sounds like it would be a bad bug, it wasn't the only one the team behind *Mafia III* had to fix. "There was also the time when a large number of the vehicles shrank to about the size of Lincoln's shoe, but could still be driven," Blackman recalled. "There was also one that caused umbrellas to inexplicably explode into roses when hit by cars, and still another that replaced the blood with money, so shooting an enemy resulted in a spray of cash."

8 THE COMPTROLLER

As we mentioned, *Mafia III* is set in the alligator-infested, tiny-car city of New Bordeaux. Like the real city on which its based, New Bordeaux has experienced many changes between the time it was "founded" and when the game was released. "It began life at about one-third of its current size, with dramatically simplified waterways and far fewer streets and landmarks," Blackman said. "The first wave of changes included adding more areas to the edges of the city, and then scaling up the nine districts and adding more streets, back alleys, and other spaces for missions, combat and exploration. In the final game, the player will conquer 18 distinct hideouts, but we actually developed concepts and ideas for over 60 hideouts, picking the best of the bunch as development progressed."

9 COMBAT READINESS

Like a lot of games with gun-based combat, Blackman and his pals at Hangar 13 hired a military advisor to make sure combat in *Mafia III* was realistic. But the game goes even further with the realism than most. As Blackman pointed out, "We actually created a robust animation system that ensures that different death animations play, depending on which body part has been shot, the direction of the shot, the weapon used and [where] the enemy is standing."

10 HANG ON, SLOOPY

Hangar 13 gets its name because the offices are located in converted hangars on the Hamilton Air Force Base in Novato, California. The thing is, there aren't 13 hangers on the base. "The 13 came from my fascination with superstitions from around the world," Blackman explained. "All of the conference rooms have names that reference specific superstitions, such as 'Horseshoe' and 'Wryneck,' while the Hangar 13 logo features a black cat. The logo was also designed to feel like a fighter pilot's patch, in keeping with the location where the studio was founded."

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HOLIDAY GIFT GUIDE

Gamers love the holidays. Not only are there dozens of new games and toys to play with, 'tis the season to give and receive said items. And whether you're opening that special gift, or watching someone tear into the perfect surprise, the happiness of the season just overflows. Here are a few of our favorite things in case you need some help picking that perfect gaming gift.

BY MARC CAMRON

PLAYSTATION VR

ONE SMALL STEP FOR VIDEO GAMES, ONE GIANT LEAP INTO OTHER WORLDS

The hottest gift this holiday season isn't a game or a console, but rather an accessory: PlayStation VR. This advanced peripheral allows users to experience a type of virtual reality promised since the mid-1980s.

The magic of PlayStation VR rests on the headset. The adjustable, one-size-fits-all pseudo-helmet sits securely on your head, while the goggles completely shield your eyes from the outside world.

The wired headset connects to a processing unit, which in turn plugs into the PS4. The entire setup adds three wires to your system, including the long one tethering your headset to the console. A connection on the headset controls allows for headphones or earbuds to connect, completing the player's total immersion into any number of VR worlds.

The effect is nothing short of stunning. In one of PSVR's most prominent release titles — the short but brilliant *Batman: Arkham VR* — players don the Dark Knight's armor and gadgets to solve a dark mystery.

The magic of PlayStation VR rests on the headset.

From the start, this game just feels different. You literally put on Batman's costume, sliding your virtual hands into his gauntlets, putting on his cowl and attaching his iconic gadgets to the utility belt cinched around your waist. Look down; you'll see it there.

Starting at Wayne Manor and expanding into some of Gotham's most iconic locations, everything is much more up-close and personal. Though the game emphasizes Batman's detective work over combat, you'll still get to throw a few Batarangs and even interrogate some baddies up close and personal.

Up close and personal is what PSVR is all about. Pickup an object in the game and you can examine it, turn it in your hand, bring it closer to your eyes. Thanks to the power of the PlayStation 4, the object never becomes blocky or breaks up.

It's disorienting, in the best way, to step into a game and be able to turn around, look at the ground or at the sky and still see game world, lovingly rendered in 3D. Disorienting but wonderful.

PSVR GAMES

THE TOP FIVE GAMES TO PLAY ON PSVR THIS SEASON

The PSVR without software is just a fancy sleep mask, assuming you can sleep sitting up. Fortunately, there are dozens of games in development, as well as some add-on content to existing games such as *Star Wars: Battlefront* and *Rise of the Tomb Raider*. Here are our five favorite PSVR games available now.

BATMAN: ARKHAM VR

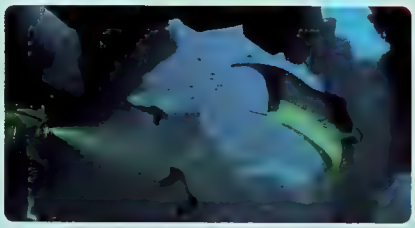
You are Batman, on the prowl in Gotham to solve an important murder. All you have are your wits and a handful of those wonderful toys.

BATTLEZONE

This is, perhaps, most appealing to older gamers who remember the arcade tank combat game. The concept comes to life to life with glorious VR.

PLAYSTATION VR WORLDS

A collection of five VR experiences, three of which are fantastic: The London Heist, Ocean Descent and Scavenger's Journey. A must-own title.

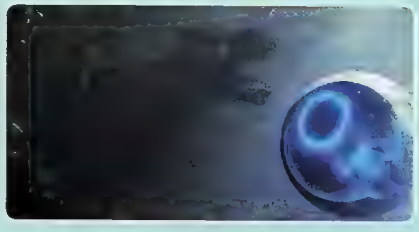


RIGS: MECHANIZED COMBAT LEAGUE

Sports combat in giant mech suits? Yes, please! With 24 RIGS to unlock and constant dizzying action, it's a great title for anyone looking for something fast.

ROBINSON: THE JOURNEY

A boy and his AI companion must survive a crash-landing on a strange planet. It's an interactive Robinson Crusoe for the 21st century.



There's no lack of software for the PSVR, and the lineup coming next year is more impressive, with titles such as *Resident Evil 7* and *Star Trek Bridge Crew* coming early to keep the magic going.

Best of all, the PlayStation VR runs on your current PS4 console. It's easy to set up and use. The headset doesn't even require batteries, drawing power through its cord. Observers can even see what the player is looking at on the TV screen, just to get an idea of what a game is about.

So, when buying a gift for the gamer in your life (even if that gamer is you) consider taking the next leap forward in technology and picking up the PlayStation VR.

It's easy to set up and use. The headset doesn't even require batteries, drawing power through its cord.

PLAYSTATION 4 Pro

THINK OF IT AS THE INCREDIBLE HULK OF PS4 CONSOLES

PlayStation VR works well with a standard PlayStation 4, showing off great graphics and an unprecedented level of immersion. However, if you want an even smother VR experience, along with making many of your other games look and play better, the PlayStation 4 Pro may be for you.

Compatible with every PS4 game and accessory — and playable online with standard PS4s — the PS4 Pro features an upgraded processor, more memory and more than double the graphics power as its predecessor.

The console supports 4K streaming and will upscale graphics to 4K resolution, making them look better on today's high-end televisions. And, like all PlayStation systems since the latest update, it supports high-dynamic range (HDR) that allows for much better contrast and color.

While all PS4 games support both the Pro and standard (now the Slim) models, many games, old and new, feature support for the Pro's upgraded capabilities. Games such as *Uncharted 4, Rise of the Tomb Raider, Middle-earth: Shadow of Mordor* and the upcoming, highly anticipated *Horizon: Zero Dawn* will all take advantage of this upgrade.

The PS4 Pro isn't another new-generation console, but it packs enough power to elevate your experience a great deal, especially if you own the PlayStation VR or a 4K television.

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HOLIDAY BUYERS GUIDE

New Xbox One Wireless Controller

Experience the enhanced comfort and feel of the new Xbox Wireless Controller, featuring a sleek, streamlined design and textured grip. Enjoy custom button mapping and up to twice the wireless range. Plug in any compatible headset with the 3.5mm stereo headset jack. And with Bluetooth® technology, play your favorite games on Windows 10 PCs and tablets.

*Button mapping available via Xbox Accessories app for Xbox One and Windows 10. Range compared to previous controllers, using the Xbox One S console. Operating system updates may be required. Go to xbox.com/xboxone/controller-OS for more information.

Storm Grey Xbox One

Pre-order the Xbox One S Battlefield™ 1 Special Edition Bundle (500GB), featuring a storm grey console and controller, 4K Blu-ray™, 4K video streaming, High Dynamic Range, a full game download of Battlefield™ 1. Discover a world at war through an adventure-filled campaign, or join in epic multiplayer battles with up to 64 players on Xbox Live. Plus, purchase the Storm Grey Xbox One at Walmart stores or online at walmart.com and you'll receive 5 free VUDU movies plus a bonus offer of 5 additional movies for only $5.00 (terms and conditions apply)!"

Nyko Charge Block

Available for Xbox One® Nyko's Charge Block is the most versatile controller charger available for Xbox One®. Featuring a unique modular design, Charge Block allows up to 4* blocks to be connected together from both the Xbox One® and PS4™ platforms, creating a truly custom charging solution in a single unit. Utilizing a rechargeable battery pack and replacement cover to allow for easy drop and charge, Charge Block is the ideal way to keep controllers charged for extended gaming sessions.

*USB 3.0 connection required to power more than 2 blocks

Plantronics RIG 400HX CAMO

Plantronics RIG headsets provi a perfect solution for those looking for an affordable upgrade their gaming headset to a more immersive experience. With the advanced technology Plantronics is known for, the RIG 400HX incorporates 40 mm high-sensitivity drivers to cover the full range of sound and provide deep and satisfying bass. In-line master volume and mute toggles keep the control at your fingertips, wihile the noise-cancelling mic makes sure everyone hears you loud and clear. Finally, the sound-isolating, cushioned designed is both stylish and extremely comfortable for hours of Xbox One gaming.

Plantronics RIG 400HS CAMO

Plantronics RIG headsets provide a perfect solution for those looking for an affordable upgrade their gaming headset to a more immersive experience. With the advanced technology Plantronics is known for, the RIG 400HS incorporates 40 mm high-sensitivity drivers to cover the full range of sound and provide deep and satisfying bass. In-line master volume and mute toggles keep the control at your fingertips, wihile the noise-cancelling mic makes sure everyone hears you loud and clear. Finally, the sound-isolating, cushioned designed is both stylish and extremely comfortable for hours of PlayStation 4 gaming.

Nyko Charge Block

Nyko's Charge Block is the most versatile controller charger available for PlayStation®4. Featuring a unique modular design, Charge Block allows up to 4* blocks to be connected together from both the Xbox One® and PS4™ platforms, creating a truly custom charging solution in a single unit. Utilizing Nyko's patented dongle system to allow for easy drop and charge, Charge Block is the ideal way to keep controllers charged for extended gaming sessions.

*USB 3.0 connection required to power more than 2 blocks

* 4K streaming with select apps, see Xbox.com. HDR functionality available with supported games and TVs. After free month, EA Access requires paid subscription, sold separately; see www.ea.com/eaaccess for details. Xbox Live Gold (sold separately) required for online multiplayer and to access certain Vault title online features. Game download code inside. Game download from Xbox Live; ISP fees apply; significant storage required. Battlefield and Battlefield 1 are trademarks of Electronic Arts Inc. or its subsidiaries. NO WEAPON, VEHICLE OR GEAR MANUFACTURER IS AFFILIATED WITH OR HAS SPONSORED OR ENDORSED THIS GAME. Conditions and restrictions apply. See www.battlefield.com/disclaimers for details. Xbox One Backward Compatibility feature works with select Xbox 360 games, see http://www.xbox.com/backcompat. Xbox Live and broadband internet required for initial download of game to console. VUDU movie offer good for pre-selected movies titles only, available while supplies last.

Sony PlayStation 4 Slim

The PlayStation®4 system. Now Starting at $299.99. The new slim PlayStation®4 opens the door to extraordinary journeys through immersive new gaming worlds and a deeply connected gaming community.

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Dual Shock 4

The DUALSHOCK®4 wireless controller features familiar controls while incorporating new ways to interact with games and other players. Dual analog sticks and trigger buttons offer an even greater sense of control, while the capacitive touch pad opens up endless potential for new gameplay possibilities.

Sony Dual Shock 4

The DualShock®4 Wireless Controller features familiar controls, and incorporates several innovative features to usher in a new era of interactive experiences. Its definitive analog sticks and trigger buttons have been improved for greater feel and sensitivity. A multi-touch, clickable touch pad expands gameplay possibilities, while the incorporated light bar in conjunction with the PlayStation®Camera allows for easy player identification and screen adjustment when playing with friends in the same room. The addition of the Share button makes utilizing the social capabilities of the PlayStation®4 as easy as the push of a button. The DualShock®4 Wireless Controller is more than a controller; it's your physical connection to a new era of gaming.

PDP Rock Candy Controller

Express yourself with your favorite color Rock Candy controller. Featuring colored polycarbonate shells, brilliant white accents, and only the essential components you need, these officially licensed controllers are built for fun. Perfect for gamers of all ages.

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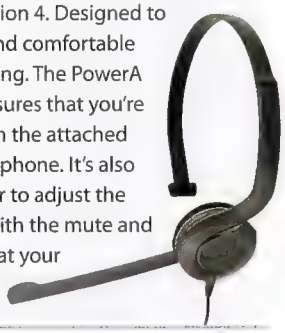
Communicate with your friends while gaming in clear digital wideband audio with the officially licensed PowerA Chat Headset for Xbox One and PlayStation 4. Designed to be lightweight and comfortable for hours of gaming. The PowerA Chat Headset ensures that you're heard clearly with the attached responsive microphone. It's also never been easier to adjust the sound settings with the mute and volume controls at your fingertips.



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Turtle Beach® Recon 50P Gaming Headset

PS4™ Pro, PS4™, Xbox One, PC, Mobile

Taking gaming audio and comfort to the next level, the Turtle Beach® Recon 50P multi-platform gaming headset features a lightweight, comfortable design, and large 40mm over-ear speakers that let your gamers hear every crisp high and thundering low. The convenient in-line controls let them quickly and easily adjust Master Volume and Mic Mute, and the high sensitivity adjustable boom mic can be removed when they're watching movies or listening to music.

Power A Wired Controller for Xbox One

Enjoy hours of gameplay with this officially licensed Xbox One Controller. The PowerA Wired Controller delivers everything expected in an XBOX One controller - featuring textured analog sticks, dual rumble motors, impulse triggers, a 3.5mm audio jack, and a 9.8ft in-line release cable. This controller was built with the gamer in mind.

PDP Rock Candy Controller

Express yourself with your favorite color Rock Candy controller. Featuring colored polycarbonate shells, brilliant white accents, and only the essential components you need, these officially licensed controllers are built for fun. Perfect for gamers of all ages.

RAZER ACCESSORIES
Black Widow Chroma, Razer Orochi 8200 DPI Gaming Mouse, Razer Kraken Pro 2015 Gaming Headset

RAZER ACCESSORIES TO ELEVATE YOUR PC GAMING

PC gamers love bells and whistles. Better keyboards, mice and headphones make gaming more enjoyable. Fortunately, boutique accessory maker Razer — the company that just purchased George Lucas' THX sound company — has everything the most discerning gamer needs to raise her game.

The Black Widow Chroma keyboard pairs nicely with the Orochi 8,200 DPI Chroma mouse. Both feature the lustrous design Razer has become known for, as well as the company's Chroma LED technology that allows users to customize a rainbow of colors emitting from each device. Both also feature easy-to-use software to customize settings, and sport advanced ergonomics for comfort. The mechanical keyboard feels quick and responsive, and the ambidextrous mouse can be used wireless or wired, if a performance boost is required.

Accent these with the handsome and oh-so-comfortable Kraken Pro 2015 Gaming Headset, with its luxurious sound, to round out a set of essential accessories that will make any gamer look like a pro.

XBOX ONE S

SOMETIMES SMALLER IS BETTER

If you've been waiting to buy an Xbox One, congratulations: It's officially the perfect time. This summer Microsoft revamped its current-generation console into a sleeker, more powerful package, the Xbox One S, and the transformation is nothing short of stunning.

The 30 percent smaller One S somehow manages to contain a more powerful processor, upgraded graphics chip, the ability to stream 4K content *and* play the new Ultra HD (4K) Blu-ray discs. It also supports high-dynamic range (HDR) for both video and games. The new little box even contains a power supply, eliminating the giant external brick from the console's first iteration.

There's even a new, slimmer controller to go with the slimmer console.

When it first came out, the Xbox One was derided for its utilitarian design, a big black box that looked like a 1980s VCR. All is forgiven, though. The Xbox One S is the console you've been waiting for.

DELL INSPIRON 15 GAMING EDITION

A gaming laptop that won't make your piggy bank cry

Some games just play better on a PC, though gaming desktops tend to be heavy, bulky and not at all convenient to transport. But thanks to both CPUs and graphics chips becoming smaller, cooler and more powerful, you can now get the gaming chops you need in a laptop.

The Dell Inspiron 15 Gaming Edition fits the bill nicely. With an Intel i7 processor running at 3.5GHz, 16GB of RAM, an NVIDIA GeForce graphics card with 4GB of dedicated video RAM and a 15-inch 4K touchscreen, this little powerhouse can handle pretty much anything you throw at it.

Dell has thrown in a 128GB solid state drive for fast start up and an additional 1TB hard drive for your everyday storage needs. There's high-end wireless, Bluetooth and even an HDMI out in case you want to connect it to your TV.

Gamers will be thrilled by its performance and features, and with finally having a formidable PC that easily fits into most backpacks.

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Great games for good girls and boys

With so many great games released in 2016, it's hard to choose which ones to play and which to give as gifts. In addition to the games featured in other sections of this issue (such as 5 To Play and our Game of the Month) here are a dozen more great releases from this year.

BATMAN: THE TELLTALE SERIES

Telltale Games creates amazing adventure games, and the designers outdid themselves with their Batman series. Focusing as much on Bruce Wayne as on Batman, the adventure treats fans to a rich and unusual story in five amazing chapters.

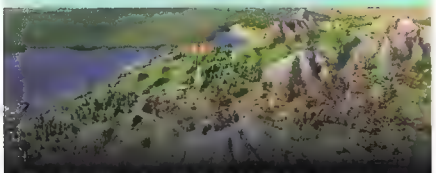
DISHONORED 2

With its distinct steampunk vibe, *Dishonored* treated fans to a memorable adventure in a vibrant world. In the sequel, you can play as either Corvo Attano (the protagonist from the first game) or his daughter, Emily, in another expansive escapade.

OVERWATCH

Leave it to the company behind *World of Warcraft* to create a multiplayer shooter that brings dozens of diverse characters to life for a shooter extravaganza. Thanks to sheer variety, the game never gets old as you level up your characters and go for glory.

SID MEIER'S CIVILIZATION VI



The ruling king of world-building strategy games makes a giant leap forward in *Civilization VI*. New features integrate seamlessly to make the game easier to pick up without sacrificing the depth seasoned fans expect. Hundreds of hours of entertainment await.

GEARS OF WAR 4

Who would have thought moving to the Xbox One is what this franchise needed to freshen it up? Stunning graphics, fast-paced action and an engaging story make this a must play game, for both the single-player campaign and the wealth of multiplayer options.

PAPER MARIO: COLOR SPLASH

Something has sucked all the color out of Paper Mario's world. It's up to him (and Luigi and the Princess and a bunch of Toads) to get to the bottom of the mystery while re-coloring the world. A fun family-appropriate challenge.

DARK SOULS III

Know someone looking for a serious challenge? You can't go wrong with *Dark Souls III*, an adventure game in which death is something to learn from, so much so that when others die they can leave clues for those who come after. For serious gamers only!

LEGO STAR WARS: THE FORCE AWAKENS

Not only does *LEGO Star Wars: The Force Awakens* provide hours of family fun, it introduces new story to the Star Wars canon. Some episodes help flesh out sections from *Episode VII*, making it a must-play for fans.

POKÉMON SUN/MOON

The seventh generation of *Pokémon* games offers never-before-available options , such as avatar customization and a more interactive 3D world, to ramp up the level of immersion. Longtime fans won't be disappointed, as you still have to catch 'em all.

DEUS EX: MANKIND DIVIDED

This game centers around player choice: what powers (augments) you choose; whether to approach situations with stealth or head-on; and whether you will kill everyone or proceed as non-lethally as possible. A cerebral action/RPG.

NBA 2K17

When it comes to basketball games, no brand is more respected than *NBA 2K*. From the realistic gameplay to the extremely deep GM and League modes, *NBA 2K17* provides an experience no basketball fan should skip.

UNCHARTED 4: A THIEF'S END

If this truly is Nathan Drake's last adventure, it sure is a doozy. The power of the PS4 brings an unbelievable level of graphic realism, silky smooth animation and free-running moves previous installments only dreamed of. Nearly a perfect game.

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FINAL FANTASY XV

THE FANTASY FINALLY BECOMES REALITY

BY MOLLIE L PATTERSON

FACT FILE

PUBLISHER SQUARE ENIX
DEVELOPER SQUARE ENIX
PLATFORMS PS4, XBOX ONE
RELEASE DATE 11.29.2016

The official 15th major chapter of Square Enix's beloved *Final Fantasy* series is finally upon us. As the long wait fans have endured comes to a close, they will find that *Final Fantasy XV* could be the most ambitious and unique adventure yet for the legendary franchise.

There's still plenty about the game that the team at Square Enix has kept hidden away. But after some hands-on time with the game's early hours, we are excited about many aspects. Without question, one of *Final Fantasy XV*'s most interesting elements is the group of friends that serves as main characters. In so many other RPGs, the player is tasked with bringing together a band of heroes and heroines, and they have to get to know one another along the path to saving the world. Here, Crown Prince Noctis Lucis Caelum and his three teammates have been friends since before we met them. The bond between these guys is both sincere and unbreakable, and it gives players a chance to experience a story from a perspective rarely seen in other RPGs.

As compelling as the story of those four friends is, the world of *Final Fantasy XV* promises plenty of other attractions to draw you in. Everywhere you look, there's something to see or do: NPCs needing assistance with certain tasks; events or monsters popping up unexpectedly; and exploring a beautifully crafted landscape. Of course, with the first half of the game taking a more open-world approach, you'll need a way to get around quickly and easily. That's where Regalia, Noctis' sleek and stylish car, comes into play. While you might think that driving around in a modern-era-looking roadster would seem

One of Final Fantasy XV's most interesting elements is the group of friends that serves as main characters.

out of place in a game filled with swords and spells, it doesn't take long for it to become an accessory we'd hate to see Noctis go without.

There's so much more to *Final Fantasy XV* than these few core elements, but they show how this game feels different from almost anything else you've played. And yet, don't worry: This is still, from its core to its Chocobos, unquestionably *Final Fantasy*. It might have taken a long time for players to experience Noctis' quest to rescue his fiancée, but it's looking like it will have been worth the wait.

JUST THE FOUR OF US

Final Fantasy XV's team of four friends is the key to everything that unfolds in the game, but who exactly are those bad boys and what parts do they play?

Noctis Lucis Caelum

The game's protagonist and the character players directly control, Noctis is the crown prince of Altissia. Altissia happened to be the prince's destination when military forces from Niflheim conquered it. Now, Noctis must liberate his kingdom and save his childhood friend and bride-to-be, Lunafreya.

Gladiolus Amicitia

As the muscle of the group, Gladiolus acts as Noctis' bodyguard. The two see each other almost as brothers. Gladiolus also helps the party make it in the wilds by using his survival instincts.

Ignis Scientia

Due to Ignis' education and tactical knowledge, he serves as Noctis' advisor. While he's known for his brains, he's also good with his hands, and he uses his skills as the team's personal chef.

Prompto Argentum

As the youngest member of the party, Prompto often lightens the mood while travelling with a bit of comic relief. He loves photography, and players can save the photos he takes as images and share them with friends.

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KINGDOM HEARTS HD 2.8
FINAL CHAPTER PROLOGUE
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FACT FILE
PUBLISHER SQUARE ENIX
DEVELOPER SQUARE ENIX
PLATFORMS PS4
RELEASE DATE 01.24.2017

BY EMMA SCHAEFER

Following in the footsteps of the *Kingdom Hearts HD 1.5 Remix* and *Kingdom Hearts HD 2.5 Remix*, *Kingdom Hearts 2.8 Final Chapter Prologue* brings together a set of *Kingdom Hearts* games you may have missed, collected in one convenient place on the PlayStation 4.

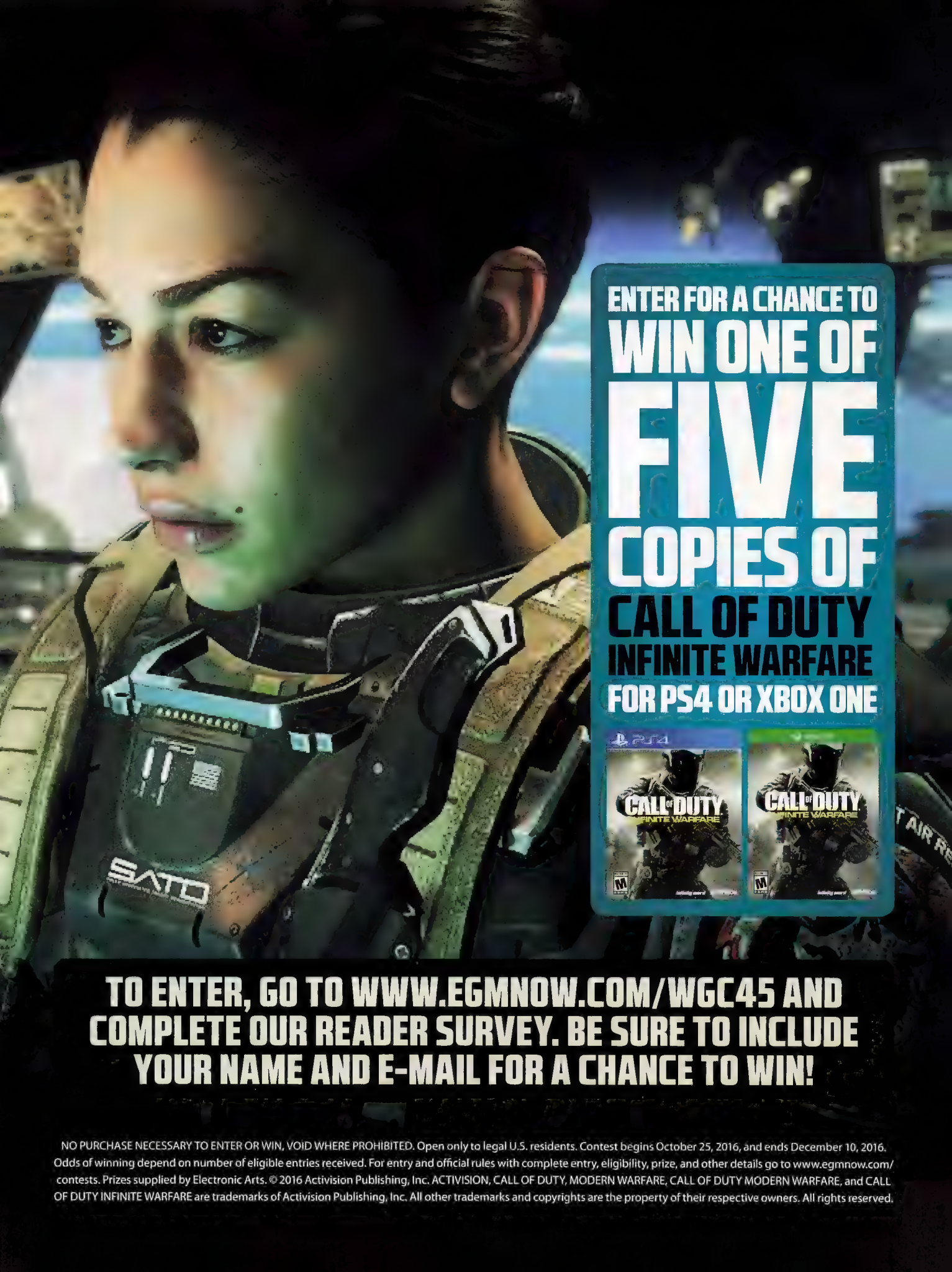
The meat of the game lies in *Dream Drop Distance HD*, a remake of the 3DS game of the same name. Sora and Riku have traversed dozens of Disney worlds by now, beating back the Heartless and Nobodies with the power of their Keyblades, but they've never been formally appointed as Keyblade Masters. To gain that title, they'll have to pass the Mark of Mastery exam. They must work in parallel, with gameplay switching from one to the other, to guard the worlds that have been left in slumber and pass their exam. Not to mention, they have to prepare for the looming threat of Master Xehanort's return, as well.

Sora and Riku aren't alone in the sleeping worlds. While safe from Heartless attacks, each slumbering world is infested with colorful creatures called Nightmare Dream Eaters. Not all Dream Eaters serve the side of darkness, though. Players can create Spirit Dream Eaters to team up with Sora to pull off special attacks and or merge with Riku to create new combat forms. It's not all combat, either: Players can pet and play with their favorite Dream Eaters, boosting them to even greater heights.

© Disney

Next up is *Kingdom Hearts 0.2: Birth by Sleep — A Fragmentary Passage*. This short game is wholly original content, picking up after the events of the PSP game *Birth By Sleep* to tell the tale of Aqua. Set in a shattered, time-frozen Cinderella world, *A Fragmentary Passage* introduces Aqua's special "double flight" ability and shows off the Heartless swarms and combat system promised to appear in the not-yet-released *Kingdom Hearts 3*.

Even the most hardcore *Kingdom Hearts* fans may not know the story told in the final part of the collection, *Kingdom Hearts χ Back Cover*. Originally a Japanese browser game, then a mobile game, *χ Back Cover* now appears in its final form as an hour-long cinematic. Catch a glimpse of the world long before the events of *Kingdom Hearts* took place, when five factions splintered over a dwindling supply of Lux and Light in the world, eventually causing the great Keyblade War.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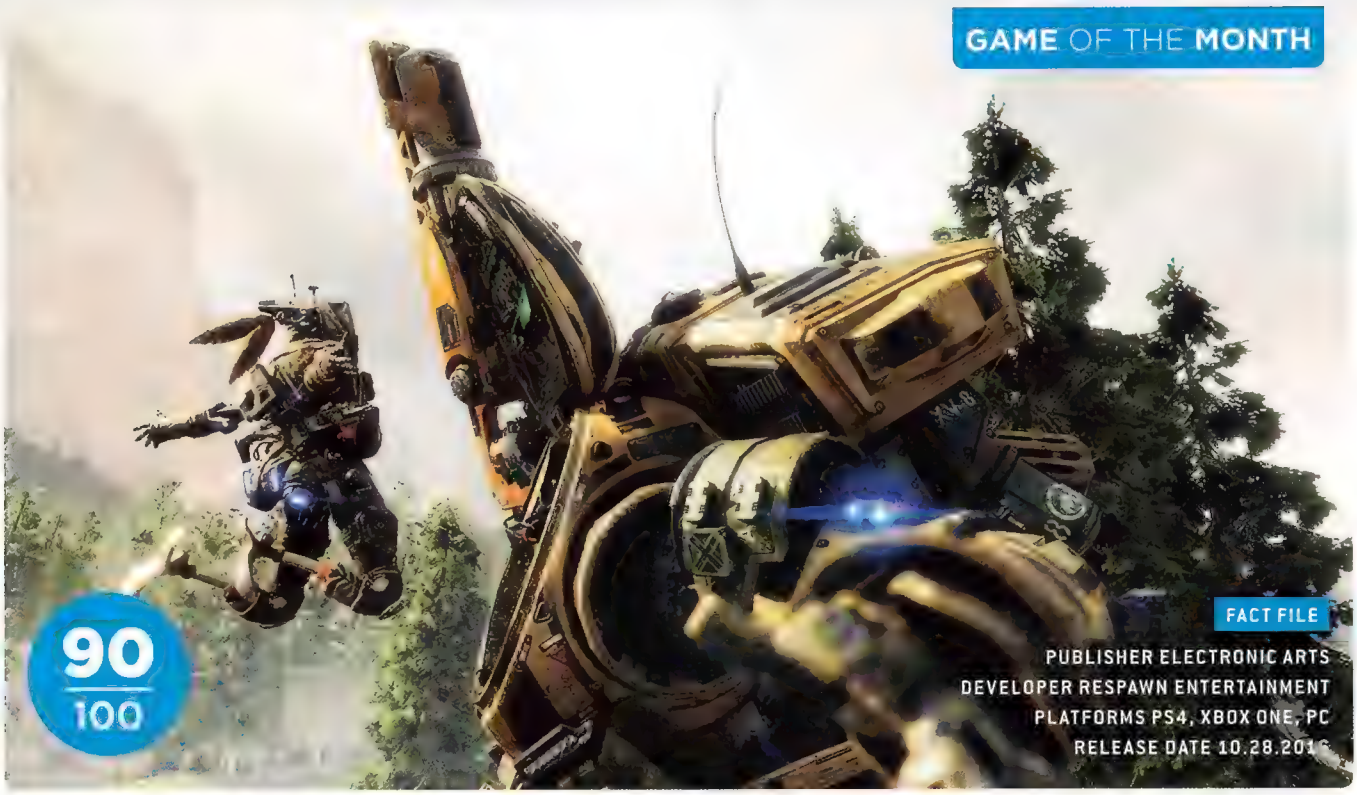

90/100

FACT FILE
PUBLISHER ELECTRONIC ARTS
DEVELOPER RESPAWN ENTERTAINMENT
PLATFORMS PS4, XBOX ONE, PC
RELEASE DATE 10.28.2016

TITANFALL 2

RISE AFTER THE FALL

BY NICK PLESSAS

Gamers aren't lacking fast-paced shooters, and more than a couple first-person shooters with platforming became available recently. The *Titanfall* series certainly wasn't the first with features such as double-jumping and drivable mechs, but the series arguably streamlined such mechanics for this latest generation. Maybe not much is on the side of new, but everything it does do, it does well.

As this is the first crack the *Titanfall* team has taken at a single-player campaign, its resounding success is admittedly a little surprising. The story follows Jack Cooper — a rifle-man who is part of a militia rebelling against a tyrannical intergalactic corporation — and a Titan named BT 7274 with whom he is forced to team up to destroy a super weapon aimed at Jack's home planet. The overarching narrative jumps around rather sporadically, but the personal relationship between the two lead characters is more than enough reason to push onward. The single-player gameplay is another step in the right direction with each chapter featuring a unique theme or game mechanic that keeps engagements fresh. The experience wraps up a little sooner than it should, but this keeps it from overstaying its welcome, leaving predominantly positive impressions in its wake.

The multiplayer continues this upward trend with tight controls and a cohesive dichotomy between the pilot and Titan gameplay. In the single-player, the player's mode of travel is either restricted or highly encouraged based on the task at hand. The multiplayer instead offers full freedom for players to use the game's creatively implemented weapons, gear, abilities and Titan as they see fit, assuming they have accessed them. The platforming is used mainly to solve clever puzzles in the story campaign, but here it is solely a method of transportation that gives each combative encounter a noticeably fast pace, but not so fast that it becomes overwhelming.

It is important to stick to what you know, and clearly Respawn Entertainment knows the strengths of the *Titanfall* series, as well as how to evolve them. Keeping quick and chaotic pilot gunplay balanced in the same arena as the more methodical Titan combat couldn't have been easy, but it was executed without a hitch with the addition of a single-player that reaps similar benefits. G

Maybe not much is on the side of new, but everything it does do, it does well.

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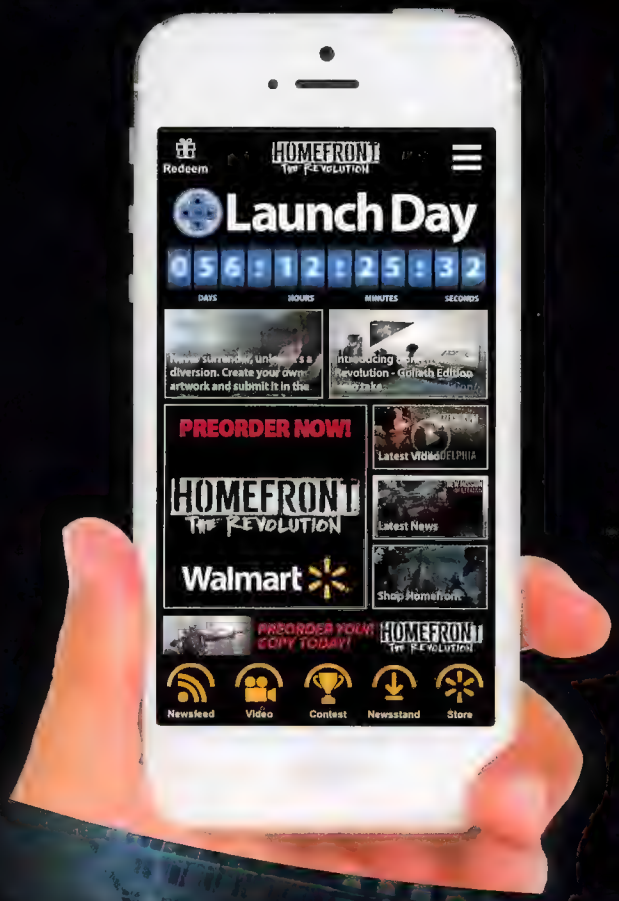

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DISHONORED® 2

Here we highlight the Stealth Walkthrough where we use a gentle hand to uncover the truth. The game opens in the Dunwall Tower. Once you exit the tower, a door at the other end of the Safe Room takes you out towards the streets, where our Dunwall Streets Walkthrough begins.

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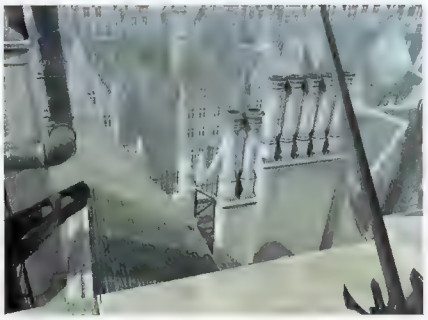
Dunwall Streets

REACH THE STREETS

Exit the tower and go through a short passage with a couple of books and some coins. A collectible **Painting** hangs on the right side of the passage. Unlock the door at the end of the route and head into the fresh air.



Carefully descend from the tower, using the ledges on your right to drop lower without taking any damage on the way. A lone Guard is below, farther down. Use a non-lethal takedown from above against him. A tutorial pops up to advise you that this is a good spot to practice it.

DROP TAKEDOWNS

The biggest advantage of Drop takedowns is they're way faster than normal chokeouts. When you can afford to set up these dropping attacks, they're very effective. They also break your fall, preventing damage to Emily.

Go over the next wall and drop onto a lighting rig on the other side so you can observe the men in the streets nearby. You find many Guards here, so it's time to get cautious again.

REACH THE BOAT

You don't have any supernatural abilities yet, which means your options are highly limited for avoiding all this trouble. Instead of taking everyone out, use discretion.

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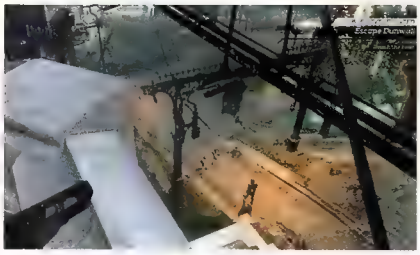
Wait for people to split up and move apart. The buildings below and behind you are filled with ammunition and trouble. You don't really need either in a non-lethal playthrough.

However, the building on the left side of the street contains some great loot if you can spare the time and risk.



The Painting and Safe in Dr. Galvani's Building

Sneak into the laboratory on the left when no one is looking, and choke the Guard inside. The man is clearly a murderer, because there are already bodies in there. The lab is in the second room. Grab a Painting off the wall, and look for a code scratched into the frame behind it. Use that code to open the safe there. You receive 150 coins and more Bullets for your time.

The building on the right houses a single Guard. Quietly knock him out if you want more coins; that building has a few decently valuable lootable pieces.

When you're done looting, proceed along the main street. Tons of Guards patrol the next area, but you split off before you bump into them. Approach the man making his announcement, but stay crouched and split off to the right before you reach him. Get onto the upper ledges and knock out a patroller up there. He's by himself and is likely walking away from you. But don't leave him where he falls. Another patroller will see the body if you do.

Instead, carry him into the nearby building and leave him behind a fallen display case. If you're patient, wait and get the next patroller that way too, and leave the two together.

A small route goes forward from here, beside the main road. Take it carefully and quietly; Guards are very close to you. Climb up some pallets beside a Dumpster and into a yard.

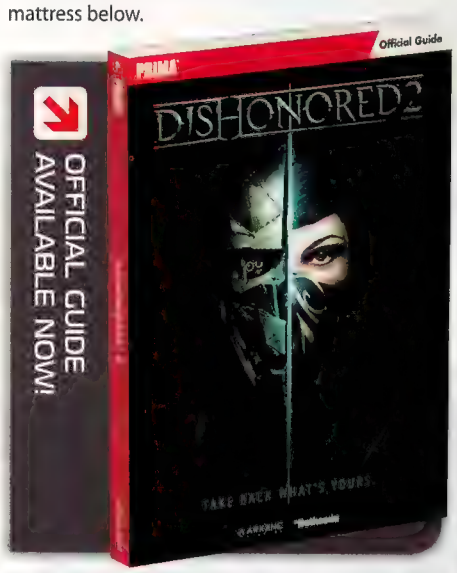
Don't knock out the Guard you see, because other people in the main road are watching him. Instead, pass him and use the alley on your right. It's just up ahead.

There are civilians here, but they're not a problem and don't rat you out.

However, there is also a Guard. Wait for him to patrol toward the far end of the adjoining alley. Ambush him when he's far away from the civilians, knock him out, and carry him into the next yard, which is an abandoned fish market. There's a Dumpster here, to your left as you enter. If you leave him on the ground, civilians can walk up here and freak out.

You passed a building by doing all this. Unless you're very comfortable with your stealth skills already, consider leaving this one alone. It contains three Guards, and getting the coins sometimes involves making a lot of noise (smashing display cases, opening cash registers, etc.). The Crown Killer has been there, so a gruesome display is on the first floor, but you don't need to see that or do anything with it.

From the fish market, go to the edge of the area and look out over the next street and the harbor. Jump to an overhang and quietly drop onto a mattress below.



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1 on 1 with

PARTING SHOTS

MARK LITTLE

EXECUTIVE PRODUCER, WWE 2K17

Looking to pull out all the stops this year, 2K has made some big changes to its annual *WWE 2K* franchise. We sat down with Visual Concepts Executive Producer Mark Little to find out exactly what new surprises fans will find when they head to Suplex City and jump into *WWE 2K17*.

VITAL SIGNS

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WWE 2K16, WWE 2K15, WWE 2K14

WGC: It's never easy making huge changes to an annual franchise, but it seems you've made some serious strides this year with *WWE 2K17*. What went into making this game bigger and better than last year's?
Mark Little: When we decided to make the style of wrestling a more simulation-style, ... we started by building the base of the game engine. ... Every year, the fans should look forward to us continuing to push the game forward because we built that solid foundation over the previous couple of years ... to improve the game.

> **"Every year, the fans should look forward to us continuing to push the game forward because we built that solid foundation over the previous couple of years."**

WGC: You've added backstage brawls back into the game. What can you tell us about the process of bringing them back?
ML: We want to allow people to tell the stories they want to tell when they play our game, because WWE is a lot about storytelling. So, to us, it felt like we needed backstage. We needed another form of interacting with the Superstars and it should allow us to do even more in the future. You can extrapolate what those things might be, but for us it's really just trying to incorporate everything you see on WWE programming and through storytelling, they go backstage. So, we felt like it was something we had to do.

WGC: Ladder matches have also seen a huge overhaul. What went into changing that and adding a new win mechanic?
ML: Well, a lot of it was listening to the community. We know a lot of our fans like them. It's a very dynamic match type. It's a multi-man match, which makes it a little more chaotic. And so, some of the things we recognized from our fan-feedback and watching people play the game is that it was hard to control the ladder a lot of times and get it to the right spot to do cool moves. On top of that, with all those guys in the ring, it was really hard to get things to happen. In an actual ladder match, there's planning and strategy as to when and why things happen. So, having that happen in our game was something we wanted to bring as well. The design and systems we created were all around those goals of trying to control how many guys are in the ring, why they're in the ring, what they're doing and make it easier to interact with the ladders so you have the match you want to have and not just fight with setting up the ladder.

WGC: Customization is another big aspect in WWE games. What new options can players expect on this front?
ML: The biggest one that everyone I talk to is very excited about is adding create-a-video. [This] works with our highlight replay system to record clips from your own matches and use some clips from our own library [to] create your own custom entrance videos for your created superstar, because it never felt quite right to have your superstar and not have the entrance video be his. We're also adding create-a-victory as well so you not only customize your Superstar's entrance, but what he does when he wins.

WGC: If there were only one Superstar you could play with, who would it be?
ML: For me, it'd be really hard. I have a lot of fun playing with the new guys on this year's roster because they're new, but I'd also like to go back to my tried-and-true favorites like a Bret Hart.

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